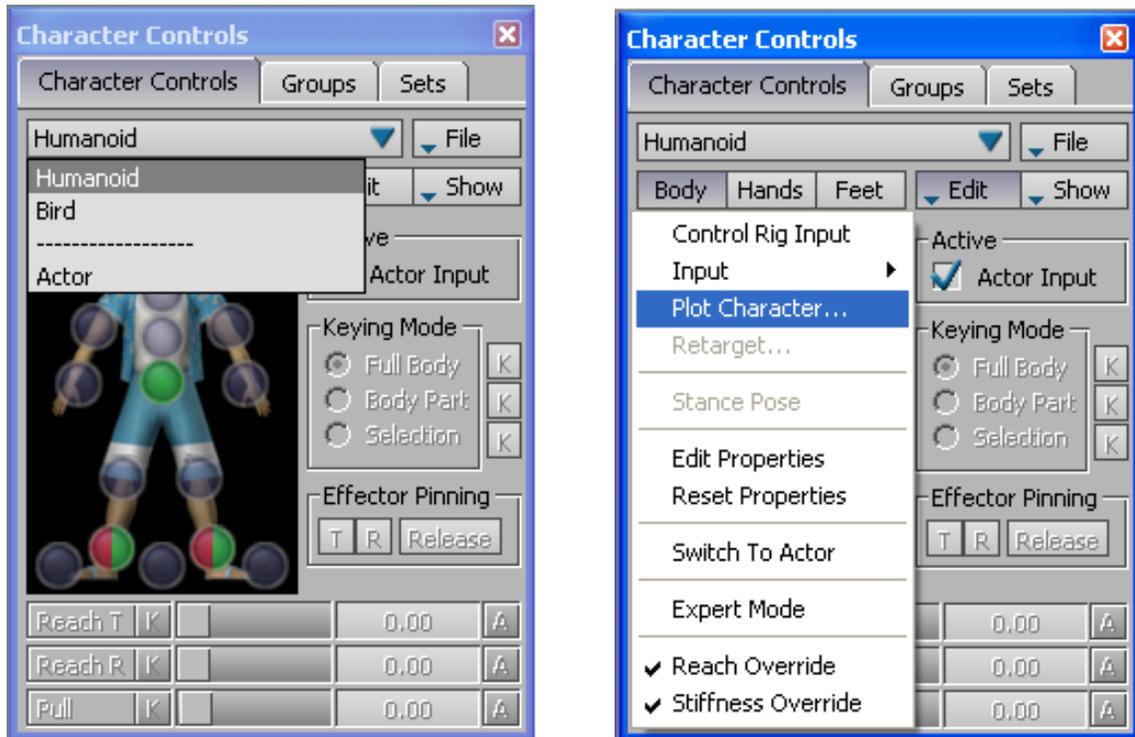


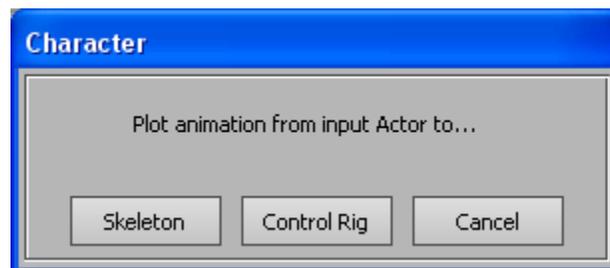
## Exporting Animation From Motionbuilder to Maya

1. Plotting the motion capture data into keyframes:

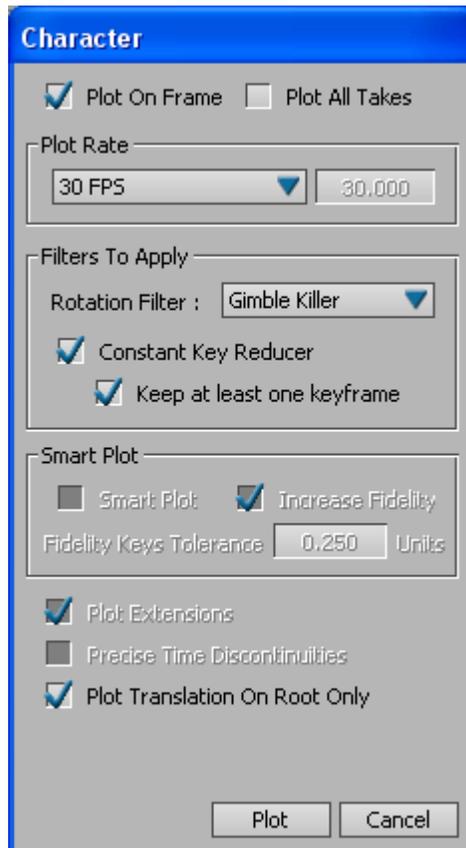
- a. In Character Controls, choose the character you want to export from the drop-down menu, and click Edit->Plot Character.



- b. Select "Skeleton" in the resulting dialog box. This will apply the rotation and translation from the motion capture data to the character's skeleton as a set of keyframes.



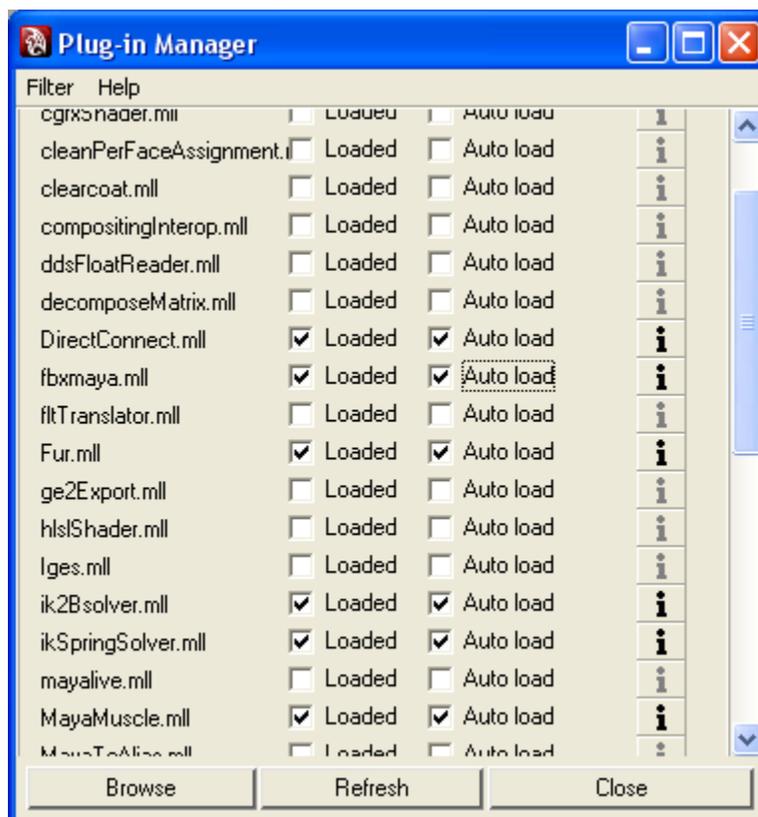
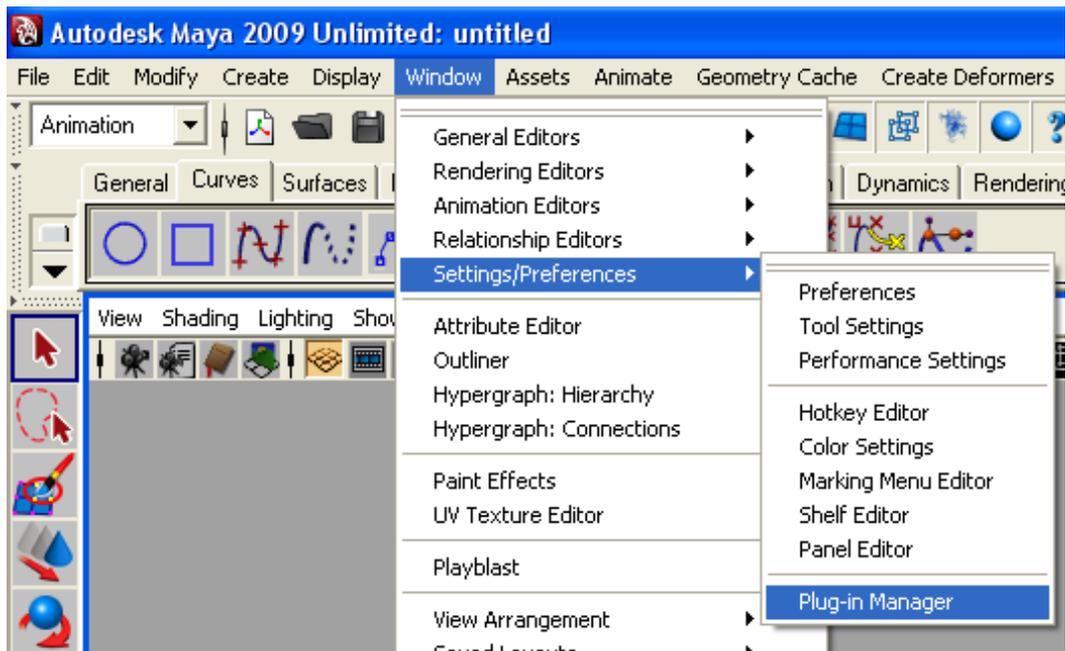
- c. Adjust the plotting rate, if necessary. Check the “Plot All Takes” check box if you want the animation in every take plotted. Select “Gimble Killer” for the rotation filter.



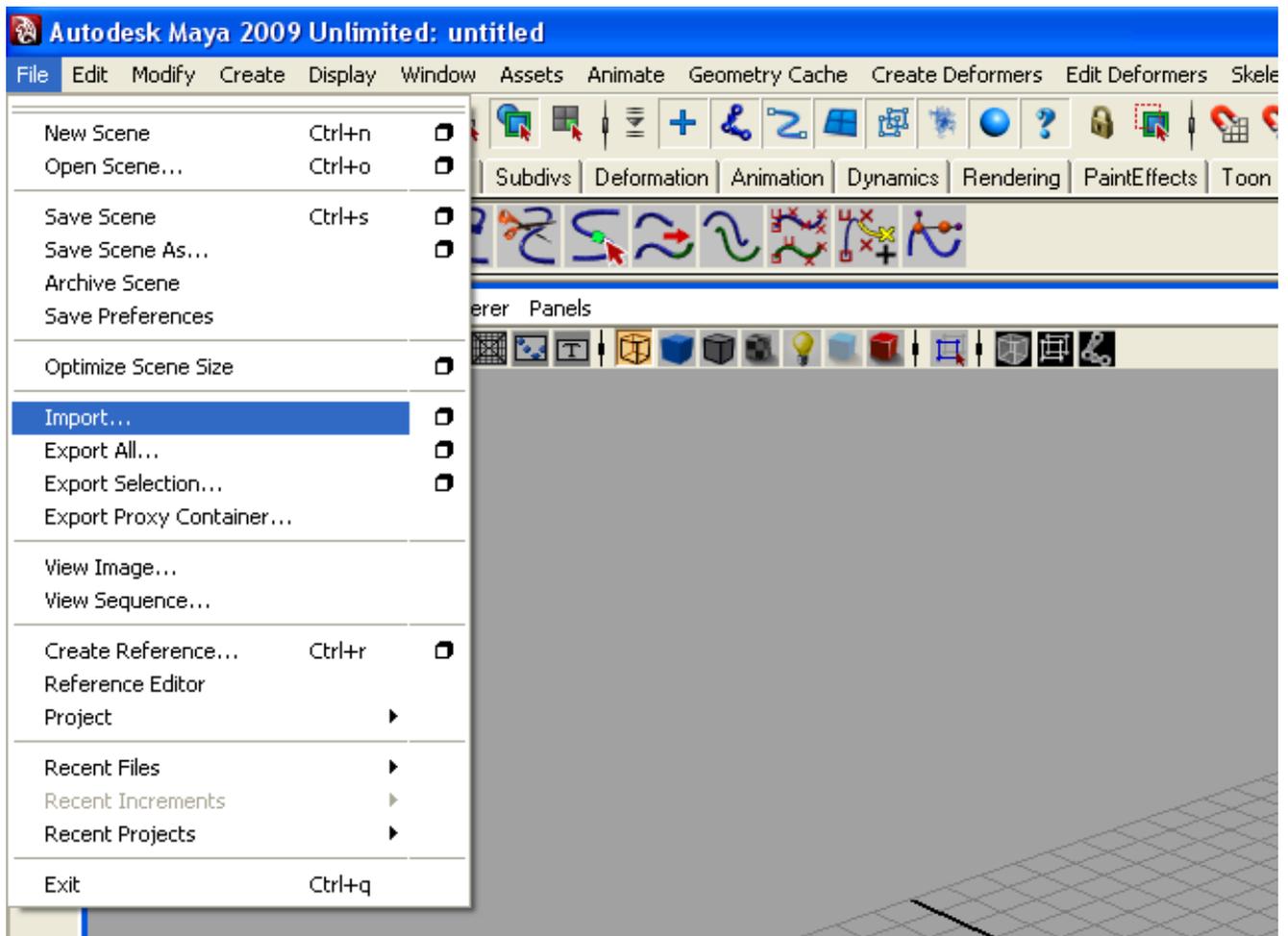
- d. Click “Plot,” and Motionbuilder will proceed to plot the animation to the character's skeleton.
- e. Once a character's skeleton has been plotted with the animation, it cannot be replotted. Therefore, it is highly recommended to save the plotted FBX separately, rather than overwriting the original FBX. This allows you to go back and replot the animation if changes need to be made to the file or it must be plotted using a different frame rate.

## 2. Importing the plotted FBX into Maya:

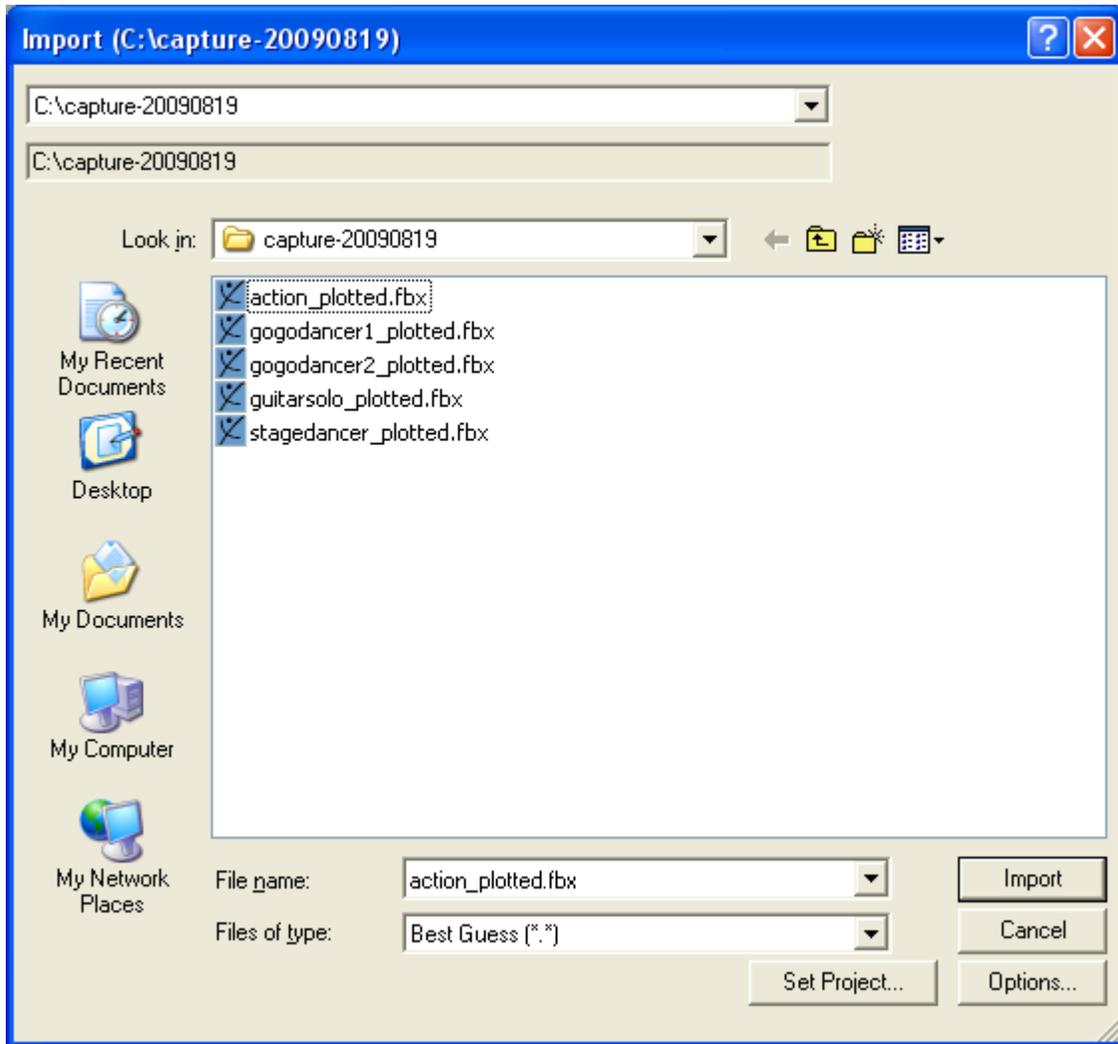
- a. Open Maya. Before you import, however, make sure the FBX plug-in is loaded. You can check the plug-in's status and activate it from the Plug-in Manager, which is found in Window->Settings/Preferences. Look for "fbxmaya.mll" and click the "Loaded" check box if it isn't checked. Turning on "Auto load" will make sure the plug-in is active the next time Maya is opened.



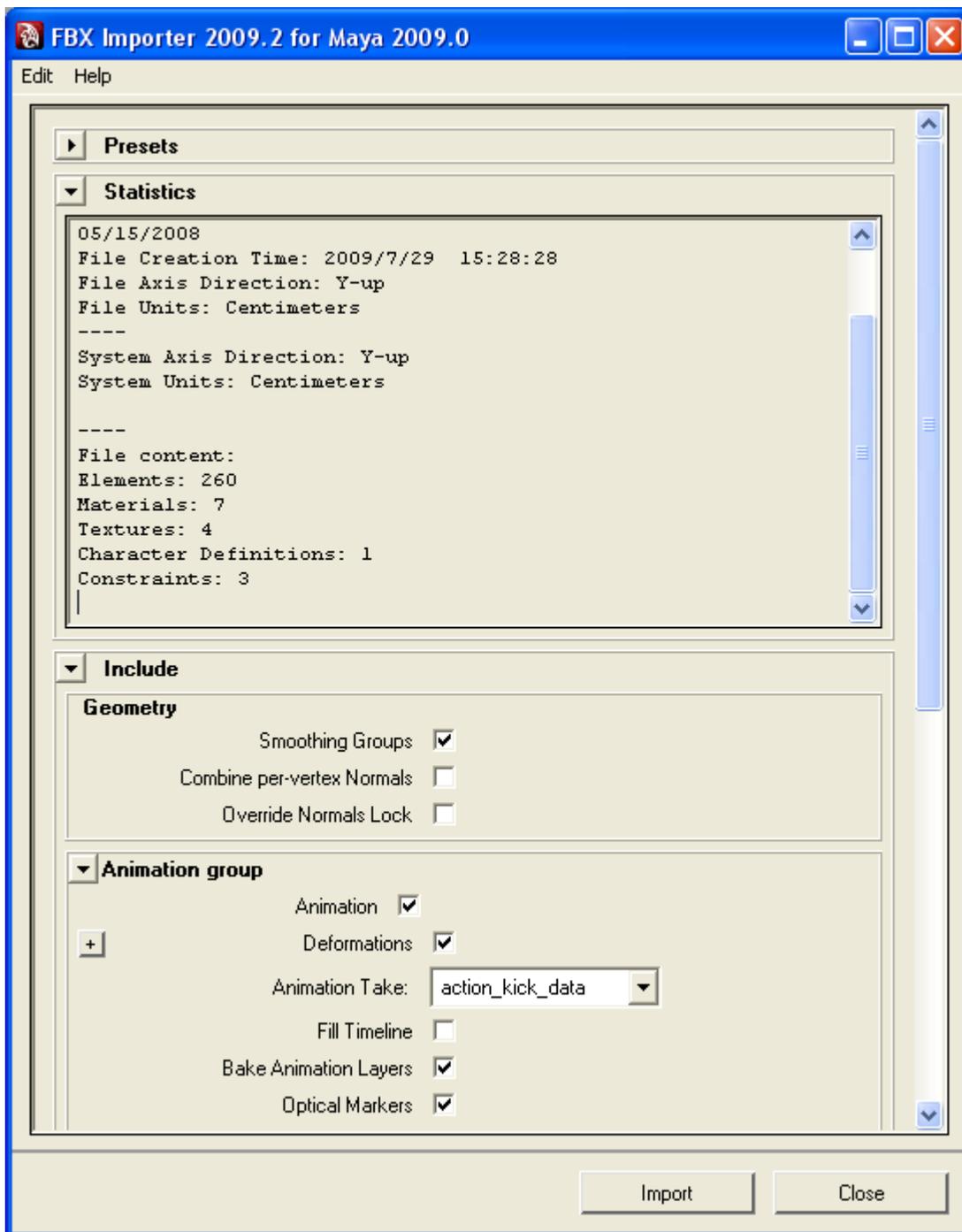
b. Go to File->Import.



c. Select the plotted FBX file you want to import, then click “Import.”



- d. The resulting dialog box is where you can specify the types of objects to import from the FBX file.
- i. Presets: Choose from a list of saved settings
  - ii. Statistics: Displays basic information regarding the imported FBX file.
  - iii. Include: Options to choose what to import.
    - A. Geometry: Toggle the import of smoothing groups and normals. (**Note:** Models made of NURBS cannot be imported)
    - B. Animation: Import various aspects of the animation, as well as cameras and lights. (**Note:** If the options aren't immediately visible, click the '+' button next to “Animation.”) There are also options to choose which animation take to import and to import the marker data as animated locators.
  - iv. Advanced: Convert the unit measurement of the FBX by changing scale.
  - v. UI: Toggle the display of this dialog box.



- e. Adjust the options as needed and click “Import”. Warnings may appear, but most will not affect the result. Once imported, the animation can be manipulated like any other Maya scene.